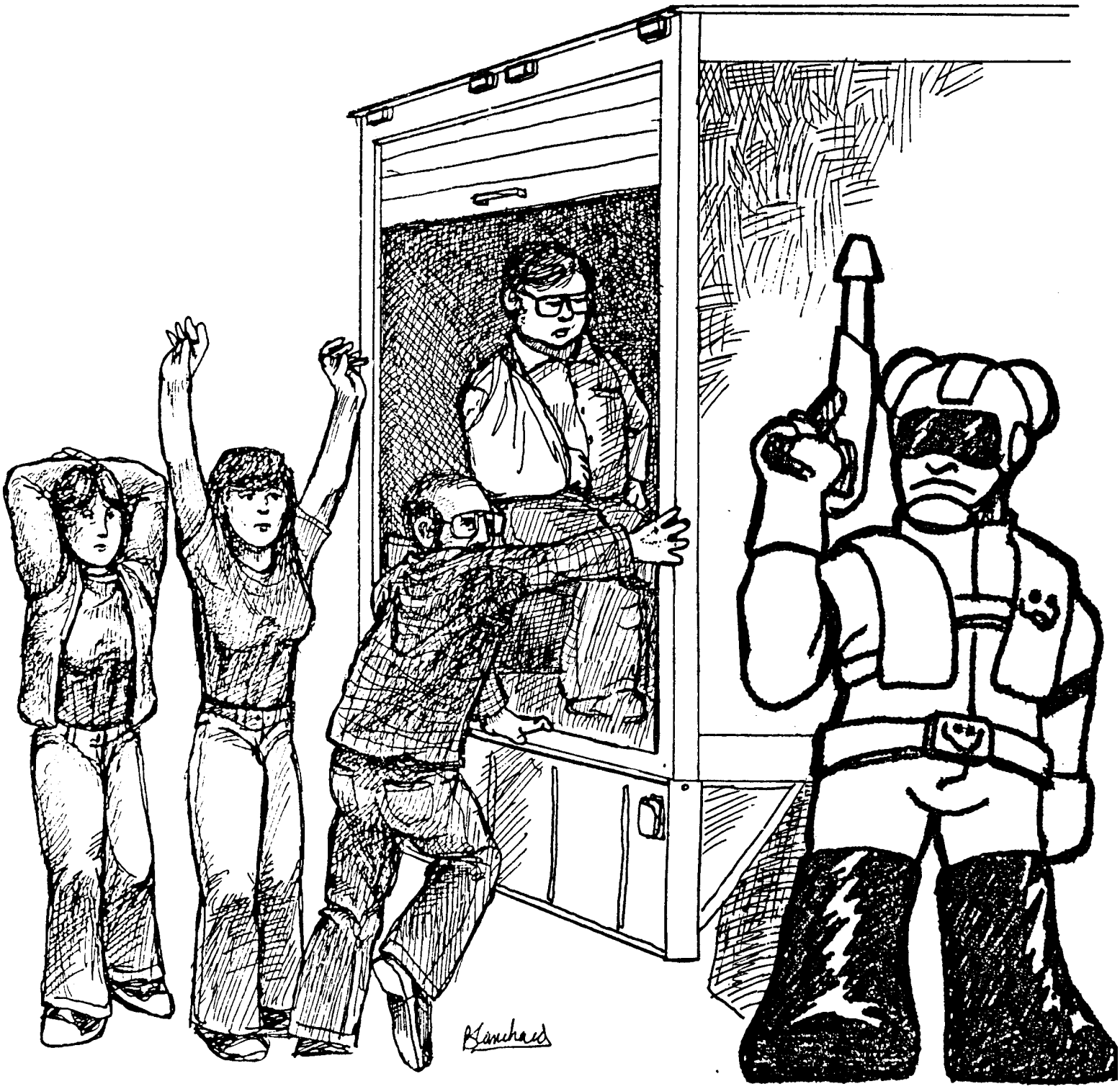
GUESTS

A Really Silly Alien Invasion of the Earth RPG Suppliment

Aliens from Another Galaxy Have Landed and are Taking Mankind to Lunch!

GUESTS

Special Edition



Guests

Because of the popularity of the Bureau 13 Novels and the Requests by Games and Fans, Tri Tac Games has brought back the 1984 edition of Rogue 417 : GUESTS as a Bonus.

Every Game has a story.

This story involved a very popular TV show V with a lot of aliens in red suits that looked suspiciously like Nazis.

At Windycon in 1985 the Tri Tac Staff was standing in the lobby waiting to check into the hotel. Many of the fans were in the classic Visitors outfits. In fact there seemed to be an awful lot of these outfits. And true to SF fans, they played the part.

Into the hotel walks an elderly couple. They head for the desk and the woman stopped dead in her tracks and looked at the visitors, her eyes wide. She grabbed her husband's arm and said "Morey Morey! We are not staying in this hotel!" (Her accent was Jewish.) She dragged him out.

ROGUE 417: GUESTS ©2001 by Richard Tucholka & Tri Tac Games. This is a parody but it does play well.

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TRITAC GAMES.COM

Tri Tac Games
c/o Rich Tucholka
235 West Fairmount Ave
Pontiac, MI 48340

Notes

Guests

We leave you this training manual to help you fight the oppressers that have taken over our world. We know that only a few of these copies, disguised as an RPG, will be released, so guard them well. If our Guests know you have them you will vanish the way most of our staff here at Tri Tac Inc. has. All are now lost, except myself. The last editor and Doug Blanchard were taken a few hours ago. I will not be taken alive. It is now up to you.

Welcome

We welcomed them with open arms to guide our troubled world to peace and intersteller cooperation. The media and common man did not question their general motives.

Credits

HAPPY HOLIDAYS & MODULE DESIGN	Richard Tucholka ELise Horowitz
WARPED IDEA by	Russ Herschler
ART	Dave Stein Stewart Robertson Doug Blanchard
THANKS	Leibowitz Gamers Kevin Kangas Scott Church

...and those "damn lizards" at WindyCon 84.

GUESTS © 1984 Tri Tac Inc. (Nobody else would have the guts to.)

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Any resemblance to characters or persons living or dead is purely coincidental except in purposes of general satire of "popular" televised Science Affliction.

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Adventure

The Guests is a very different kind of adventure module and new information pack for use with Tri Tac's Fringeworthy or Stalking the Night Fantastic role playing games. The guide book contains special information that deals with the alien invasion of planet Earth and the Underground that opposes them. This module is unique in that it will never be produced again.

Expansion

In each game module, Tri Tac will present a set of adventures and adventure concepts for GM use and expansion. From these, the GM can run complete adventures, or with a little imagination and work, expand scenereos to create multiple adventures.

Characters

We do not provide ready-made characters for your adventures, especially in this cheap giveaway. We encourage the use of your players' existing characters and their special equipment as nobody in their right mind would spend time to create a character for this ludicrous concept. NPC's listed in Guests given general statistics where they are necessary. Any further statistic creation is the GM's own fault.

Experience

Experience is given for some aspects of the successful completion of the adventure. In most cases we feel the GM should decide on the experience given. By making his own assessment of players and their actions he is able to reward accordingly rather than use a pre-set table that might not note special action or creativity. A good block of game experience is often 1000 - 6000 points per player for a smashingly successful adventure, rescue, takeover, or lizard barbaque.

Materials Needed

* The use of Fringeworthy or Stalking the Night Fantastic along with Guests.
* Pre - Existing Characters
* Equipped Vehicles, if available.
* Paper, Pencils, Common Polyhedral Dice
* Photocopies of Utility Sheets
* A thorough reading of the module by the GM at least twice.

History

The Science Fiction Fans and Gamers were much more suspicious. We remembered all too well the hundreds of books and B budget movies where friendly aliens took our species to the cleaners in the name of brotherhood and a free lunch. This is the general history of the Guests from the first verified landing.

APR : Huge object tracked orbiting Earth at 9000 miles per hour. Russians deny any knowledge of the craft. After 7 hours the craft does a 90 degree turn and bends NORAD out of shape.

MAY : Huge saucer hovers over Washington, DC in full view of thousands. Smaller landing craft leave father ship to land on the Capitol Mall. The ship is surrounded by military as a single humanoid leaves the craft and says those immortal words "Where's the Beef?"

JUNE: Guests turn out to be "friendly" alien beings from the star Ross 614. They offer vast amounts of their superior technology and philosophy. In exchange they ask only for tourist rights.

AUG : Guests begin showing up everywhere. The giant father ships "dock" over major cities disgorging thousands of new tourists daily.

SEPT: Some physicists become a bit concerned when the Guests provide new technical information on vaccuum tubes. Their suspicions are abated as each receives a free vacation.

OCT : Attacks on Guests by muggers are met by the quiet establishment of a small, tourist protection force of some 150,000 armed shock troops.

NOV : People are "volunteering" for the Tourist Exchange Program in alarming numbers as aliens move into better neighborhoods everywhere.

DEC : Most world leaders take off for a late December holiday sponsored by the Guests.

JAN : Officials return sporting sun glasses and interesting tans. US Congress reconvenes and for the first time in history agrees on everything. (We knew something was wrong.)

MAR : Underground begins organization to fight Guests.

Guests

This is the collected information on the Guests and the brave freedom fighters who are at war with these tourists from hell.

Real Guests

Guests are humanoids, appearing as any stereotypical race, or ethnic subdivision, of mankind. In reality, they are a lizard-like race in human-like disguise. Their actual appearance resembles that of the Old-World Chameleon. Their human disguise is a living layer of vat cloned protein whose shape and color are modified by their natural ability.

Collaborators

Collaborators are people who work with the Guests for fun or profit. They may or may not know what is happening to mankind. Many eventually find their way to the freezers along with their victims.

Mundanes

Mundanes are the common people who think things are fine with the world and continue their lives as their neighbors vanish. Little do they realize that their relatives and friends are now little more than processed patties.

Supporters

Supporters are those people who have lost loved ones and help support the Underground in any way that does not compromise their cover of mundane life. This may also include alien Guests who are secretly against the burgerizing of mankind, never having acquired a taste for genocide.

Underground

The Underground is a rag-tag band of old Science Fiction Fans, SCA Members, and Gamers who have fled to the hills. They are now returning to suggest that the Guests may have overstayed their welcome. This usually involves automatic weapons, explosives, and harsh violence.

Crimes Against Guests

Crimes against the aliens have become a major offense as legal systems have been infiltrated by judges wearing sunglasses.

Crimes against the Guests are ruthlessly handled by the military arm of the alien occupation. These are called Tour Guides.
Use the legal tables from Fringeworthy or Stalking the Night Fantastic.

	GENERAL SEVERITY
MINOR OFFENSES	
General Crime	1 to 10
OFFENSES	
Insulting Guests	2
Defacing Guest Property	4
Publishing of Anti-Guest Literature	5
Unapproved Alien Imports	2
Theft From Guest	3
Owning Alligator Shoes	1
Crummy Hotel Management	4
Taking Guests to Fast Food Restaraunts	1
MAJOR OFFENSES	
Assaulting Guests	8
Destroying Guest Property	7
Writing Science Fiction	7
Science Fiction Fan	6
Game Designer or Gamer	8
Making Guests Watch Travelogues	6
CRIMES AGAINST THE GUESTS	
Profiteering	9
Harboring Rebels	8
Murder of Guests	10
Blowing Guests to Bits	10

For each successive arrest the severity of the crime increases 1 to 2 points.

Use

For general punishment roll a d100 and add the severity as a percentage as well as any severity modifier.

Punishment

Severity 1-2	Ignore rolls over 50
Severity 3-4	Ignore rolls over 65
Severity 5-6	No modifier
Severity 7-8	Add +10 to the roll.
Severity 9-10	Add +25 to the roll.

		TIME
01-05	Strong Warning	d10 hours
06-10	Jail	d6 days
11-25	Jail	2d6 days
26-50	Local Work Project	d6 weeks
51-75	Work Camp in Toledo	2d6 weeks
76-98	A Vacation*	
99-00	Invitation to Dinner*2	

* With a food processor.
*2 Theirs, and guess who's the main course?

Bribery

Bribery becomes a way of life when dealing with an underpaid, and overworked, military force trying to resemble Guests.

SM = Small Bribe
MD = Medium Bribe
LG = Large Bribe
CTC = Chance to Take
SMC = Small Bribe for Criminal Offense
LMC = Large Bribe for Criminal Offense

Type

	SM CTC	MD CTC	LG CTC	SMC CTC	LMC CTC
Mundane Citizens	50%	75%	95%	40%	75%
Local Police	60%	70%	80%	30%	65%
Guest Tourists	30%	60%	90%	25%	50%
Guest Officers	10%	25%	40%	15%	20%
Tour Guides	-	-	02%	-	-
Collaborators	45%	75%	95%	75%	95%
Supporters	80%	90%	98%	75%	98%
High Official	-	-	02%	-	02%

Vacations

Many prisons have been turned into heavily guarded Guest Education Centers for captured dissidents and the underground.
The Guests have turned several prisons into "special" prisons for problem prisoners or those who have information.

Prison

If confined to a prison, reduce the base success of attempted bribes by 5%. If in a Special Prison, reduce the base success of attempted bribes by 10%. If in a Guest ship forget it.

After re-education by Guests there is a chance of physical injury from interrogation and handling by guards.

MIN = MINOR INJURY
General beatings, contusions, and bruises characterize this treatment. This is usually d6 general body points per session.

MAJ = MAJOR INJURY
Severe beatings, contusions, electric shock, and drugs are often used for this more serious interrogation.

BRB = BROKEN BONES
These are the chances of a broken bone if interrogation is prolonged. Roll a d10 for damage on a random bone in the bone breakage tables.

BRW = BRAIN WASHING
Brain washing is a concentrated effort at indoctrinating a character to the alien's point of view. This may take the form of a character physically or mentally faltering at a critical monent, or in the extreme, totally converting to this opposing view.

	MIN	MAJ	BRB	BRW
Local Jail	10%	-	-	-
Prison	15%	05%	02%	01%
Re-Education Center	25%	35%	25%	02%
Special Prison	05%	10%	05%	01%
Work Camps	10%	15%	10%	02%

Morale

Morale is an important factor in any Guests in a hostile place light years from home. It is even more critically important in the mind of the insurgent who fights against unwanted Guests and superior weapons.

Guest Morale

The Underground's morale started low at the beginning but began to climb with each strike by insurgent forces. In turn, the Guest morale, starting high, plummeted as it had in Lake Geneva as their forces met death at every odd turn of the road.

Combat Morale

In a combat situation morale carries into the ability to fight. The side with the higher morale gains a + on any accuracy and a +% on any skill or action rolls related to combat.

Roll a group's general morale with a d6 to start. Run morale as a scale from 0 to 10 with 10 as a maximum. This number will change with each adventure. Add modifiers.

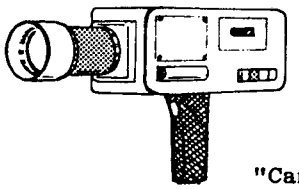
Modifiers

Per Successful Attack	+1
Per Un-Successful Attack	-2
Under Surprise Attack	-2
Defending Position	-1
Hostile Populace	-1
Supportive Populace	+1
Attacking Force	+1
Complete Surprise	-2
Over Half of Force Lost	-3
Over 75% of Force Lost	-4
Secured Supplies or Weapons	+2
Lost Supplies or Weapons	-2
Easy Escape	+1
Taking Prisoners	+1
Losing Good Friends	-2
Losing a Commander	-2
Excellent Commander	+1
Green Commander	-1
Special Forces	+2
Planned Attack w/ Pep Talk	+1
Awful Weather	-1
Against Odds For Success	-1
Suicide Mission	+2
Hostage Rescue	+2
Unknown Terrain	-1
Unknown Strength of Force	-2
Revenge Mission	+1
First Mission Fear	-1
Weapon Jam or Failure	-1
Stupid Aliens	+3

Result

		ACCURACY MODIFIER	SKILL or ACTION ROLL
-1	or Below	-3	-05%
01	Abysmal	-2	-04%
02	Poor	-1	-03%
03-04	Fair	0	-02%
05-06	Good	0	0%
07-08	Great	0	+2%
09	Gung-Ho	+1	+3%
10	Invincible	+1	+5%

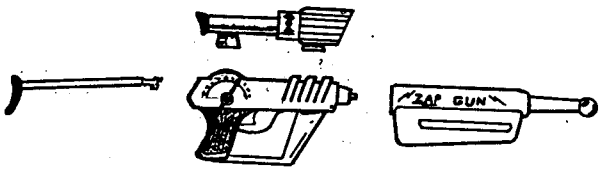
Weapons



ASSAULT CAMERA "Camera"

ROF 1	AMO	Battery	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	-1	-2	-5	-10	-12	-14
CAP 40	WTE	3.5	EFFECTIVE				EX+	
CIR n/a	MIS	1%	4d				1d	
HSM +4	KDM	+2	SPC (n/a)					

The Guests ever present camera is also a modified version of their particle rifle that does a 4d6 in damage. This weapon does double damage when used on Guests. (*35mm*)



PARTICLE RIFLE "Gun"

ROF 1	AMO	Battery	PB	VS	SH	ME	LO	EX
ROL A	CYC	n/a	-1	-2	-5	-7	-9	-9
CAP 100	WTE	11.0	EFFECTIVE				EX+	
CIR n/a	MIS	01%	6d				3d	
HSM +5	KDM	+3	SPC (dn)					

A simple particle beam blaster, this small and inaccurate weapon is the standard weapon carried by troops who protect Guests. It burns with 6d6 of damage penetration against humans and double damage against Guests.

Checkpoints

A preoccupation of Guests forces is the "Passport" Check. Located almost anywhere outside most cities and towns, these rest stops provide amusement and handy targets for the Underground.

Result

	ACTION	TIME	CHANCE TO SPOT FRAUD
01-50	Passed	20a	2%
51-75	Checked	1m	10%
76-85	Checked	4m	20%
86-95	Detained (see B)	15m	25%
96-98	Detained (see B)	30m	25%
99	Detained (see B)	1h	30%
00	Arrested (see C)	-	-

B Close Check

01-50	Close Questioning	1h	40%
51-75	Searched	+5m	-
76-85	Minor Interrogation	+30m	50%
86-95	Major Interrogation	+1h	60%
96-99	Call to Superiors	+10m	-
00	Arrested (see C) and Superiors Called.		

Call to Superiors

01-50	Don't want to bother, (suspect freed)
51-75	Re-Check of papers as B 01-50
76-85	Re-Check of papers as B 76-85
86-95	Re-Check of papers as B 86-95
96-98	Tourguide called.
99-00	Tour Director called.

C Questioning

01-50	Released in d4 days.
51-75	Released in d4 +4 days.
76-85	Sent to re-education camp. Released in d4 weeks.
86-95	Sent to Special Prison. Released in d4 +4 weeks or sent on a paid vacation.
96-98	Sent on Vacation.
99	Invited to Dinner.
00	Shot to avoid the embarrassment of between meal snacks.

Remember, these arrest tables are for the innocent. Any detection of a serious fraud in identification or general papers, if any, will automatically attract higher officers and a criminal sentence when convicted.

Modifiers

Remember too, the difference in Guest type will modify chances of slipping a fake travel pass or ID past a sentry.

Type

	MODIFIER TO DETECT FRAUD
Mundane	-
Guest	+ 5%
Smart Guest	+10%
Tour Guide	+15%
Tour Director	+50%
Supporters	-10%
Collaborators	+ 5%
'trusted' Civillians	5% *

* Civillians can be pro or anti-Guest to the benefit (+5%) or bereavement (-5%) of those with counterfeit identification.

Forgery

A character's skill levels in forgery are beneficial in the creation of a pass or paper. Start with a 0% modifier for general quality of the pass and add +5% per skill level of forgery, calligraphy, technical illustration, or related skill. Add a +20% if an example of the paper can be copied and a +40% if the forger is in a situation where he or she has access to high - tech copy or publishing equipment. Use of an extra-legal known for forgery adds a +10% on any ID creation.

This is the base chance a bogus paper will pass unnoticed.

POW's

Prisoners are an entertaining look into the thinking of the Guest mind. Each new prisoner may have the chance of knowing about special events or things that may help the Underground.

Type

01-25 COWARD
Will gladly talk to save his life.
01-50 COMMON GUEST
Will eventually talk a little.
51-75 DIFFICULT GUEST
Will cause difficulty to slow his captors whenever possible.
76-85 OBNOXIOUS GUEST
Saying only his name, he will spit in the face of his captors and call them freezer bait.
86-95 OBNOXIOUS CRAFTY GUEST
While being obnoxious, this prisoner is looking for any method to inflict casualties on his captors.
96-98 OBNOXIOUS HERO GUEST
Same as #86 no matter what the final cost to himself.
99 CONFIDENT HERO GUEST
Same as #96 with a cool attitude.
00 GUEST DESERTER
Would like to join another cause.

Information

The following listing is the valuable information the prisoner carries that could be important to Underground fighters. This is generally designed and modified by the GM though scenarios can be built around it.

01-50 No General Information
51-75 Information of Guest tours
76-80 Information on large tours
81-85 Information on shuttle landings
86-90 Information on people about to be arrested for various reasons.
91-92 Information on a particular area's Guest strength and dispersal over the tour site.
93-94 Information on the Guest round up and incarceration of dissidents.
95-96 Information on the design of a single government or military building.
97 A long range Guest plan
98 Information on a proposed raid on a small town to capture suspected rebels or illegal material.
99 Information on a special political or governmental prisoner being moved. May be captured resistance fighter of some notoriety.
00 Information on a high ranking visiting dignitary from the father ship.

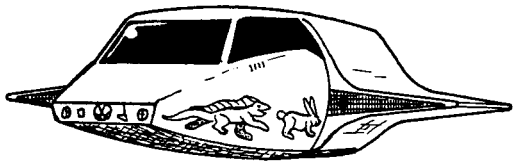
Vehicles

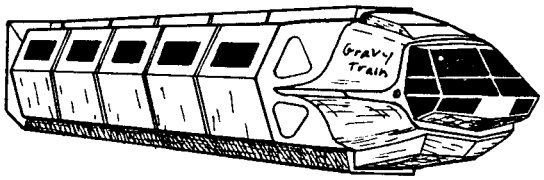
SHUTTLE COMMAND MODULE

LENGTH:	180"	TANKAGE:	87	ARMOR	
WIDTH :	76"	MPG H20:	99	Hull	: 49
WING :	36"	RANGE :	8700	Window	: 65
HEIGHT:	75"	PASSENGERS:	4	Bottom	: 85
SPEED :	450 mph	CREW :	1/2	CARGO:	1000
WEIGHT:	5400				

The all-purpose shuttle used by the Guests in their travels around Earth. Consists of a modular forward control and aft engine compartment. Any pilot with a skill level of 2 will find them idiot proof to fly. (This says a lot about their owners.) Each has a dual mounted particle rifle weapon like the above rifle listing.

Shuttles can be altered with the use of cargo, command, or passenger modules. Each module expands the craft 5 feet and adds 2 tons to the cargo capacity.



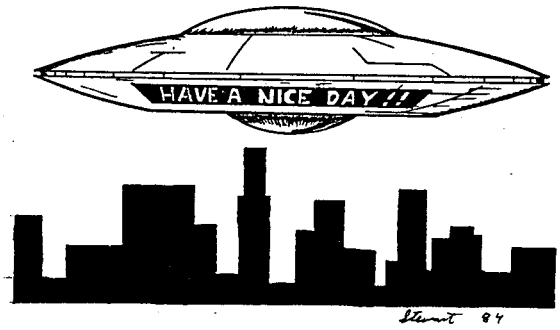


FATHER SHIP

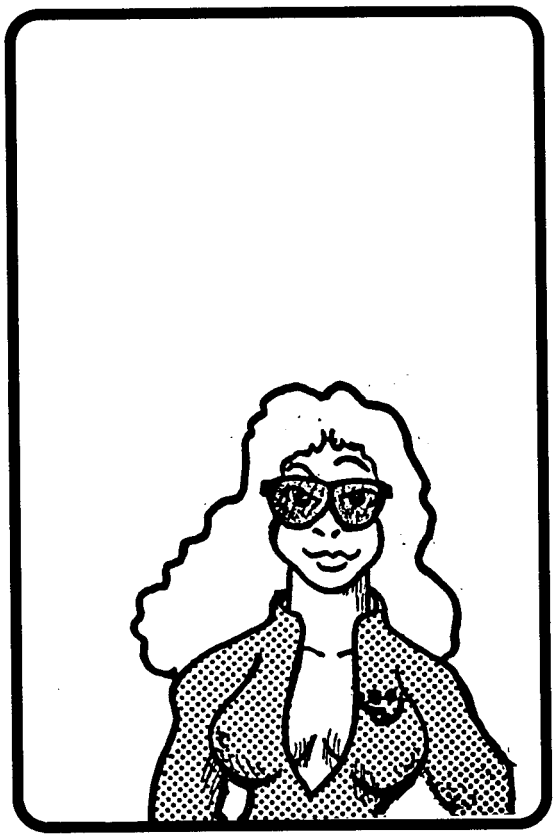
LENGTH:	4 miles	TANKAGE:	Big
WIDTH :	4 miles	MPG	: Poor
HEIGHT:	1 mile	RANGE	: Light Years
SPEED :	FTL	CREW	: 1
PASSENGERS :	Too Many		
WEIGHT:	You've got to be kidding.		

These giant craft, that presently hover over our cities, are capable of leaping vast interstellar distances at increadible speeds.

Once they park they are hell to move or tow. The Father ship has a particle beam weapon that can do d4 x1000 points of damage per hit with an accuracy of 5.



Guest Who's Coming to Dinner?



LANDING

It is the real near future and friendly aliens have landed on Earth to share their wisdom with mankind.

GUESTS

But something is wrong, our new friends have hidden motives an an alarming number of people are now vanishing!

The Guests are Waiting for You!

Guests is a role-playing Mini Module of survival in a hostile world. Almost complete in 8 pages. Polyhedral dice are too expensive to be included.

TRI TAC

Tri Tac Games
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Guests tis the tasteles game of Human Survival in a World Gone to Lunch!